

Bonus Orbital Shipyard Map

A *Rebellion Era Sourcebook* Web Enhancement

By Rob Lazzaretti with text by [Owen K.C. Stephens](#)



This map supplements the "Council at Duro" miniadventure in Chapter 1 of the just-released [Rebellion Era Sourcebook](#). Fair warning: You may find it difficult to use the map and the text below in games without this book to reference.

Duro Delta Twelve is an aging orbital shipyard in the Duro System. During the days of the Old Republic, DD 12 was a bustling construction yard constantly building new sections and powering down older ones in need of repairs or updating. DD 12 fell to less than half capacity once the Empire rose to prominence, and many of its semi-independent sections were powered down and abandoned.

Its remaining main sections, however, continue to see regular traffic during the Rebellion Era, as merchants drop off freighters for repair, deliver much-needed starship construction material, and temporarily house shipments awaiting new vessels for transport. This combination of high traffic and abandoned areas makes DD 12 a popular location for clandestine meetings of all sorts -- the Rebellion frequently uses it to contact Duro sympathizers. In fact, the meeting that convinced the Duro Shipwright's Guild to support the Rebel Alliance occurred in a forgotten section of DD 12.

A typical abandoned section of DD 12, pictured in this map, contains several airlocks designed for small shuttles and transports. A few crates may be found in hallways and dark rooms, either forgotten supplies or contraband shipments hidden by smugglers. Broken loader droids sit in quiet hallways, and refuse piles up along the walls. Many sections include power generators that provide light and heat for secret meetings and smuggler's dens. Various groups might use a single section at the same time, each claiming a small part of the area. Broken corridors have been protected with transparisteel domes, so air and heat don't escape into the vacuum of space.

About the Cartographer

Born and raised in the Midwest, Rob Lazzaretti started creating his own fantasy art from an early age. He graduated from Illinois State University, and interned at Game Designers Workshop for two years after college. As studio lead in the Wizards of the Coast cartography department, he says he's fortunate to work with some of the best people in the industry every day. In his work on *Star Wars* and other games, he seeks to push the boundaries of cartography ever farther. His recent credits include maps featured in the new edition of [D&D](#), the Dark-Matter campaign setting, and the *Star Wars Roleplaying Game*.



Duro Delta 12



STAR WARS
ROLEPLAYING GAME



- Door
- Crate
- Chair
- Table
- Cot
- Broken Loader
- Droid
- Power Generator
- Airlock

One square equals 2 meters

